

Date: 18 April 2012

## Configuring the Vista i3 Video Output for 2 Displays

This Technical Bulletin describes the procedure to setup the i3 for two screen operation with Vista 2 (Byron) software. Note that in two-screen operation Byron restricts the main programming (GUI) display to the analogue DB-15 connector, and the secondary display to the DVI connector.

### Application

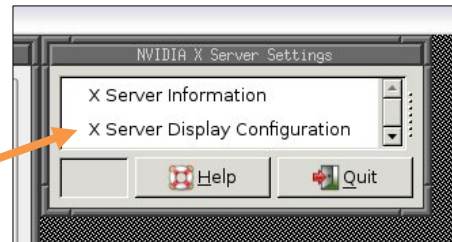
All Vista i3 product.

### Parts Required

No parts are required, however both displays must be connected to the console while the procedure is followed.

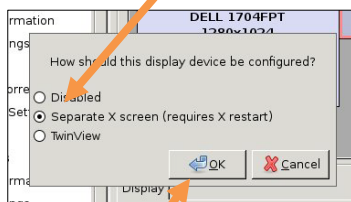
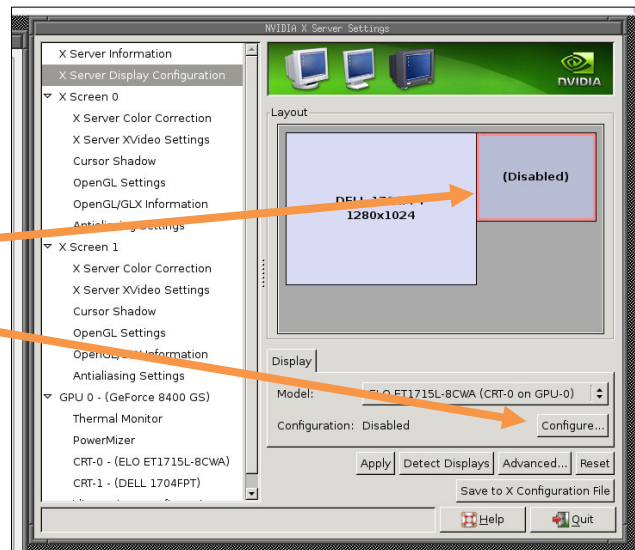
### Procedure

1. Plug the monitors into the console and ensure they have power and are turned on.
2. Press the power button on the console and wait for it to start.
3. Select *File -> Quit Application* and follow the prompts.
4. At the System Menu select *Video Settings*. The NVidia Control Window will open.
5. Select *X Server Display Configuration*.



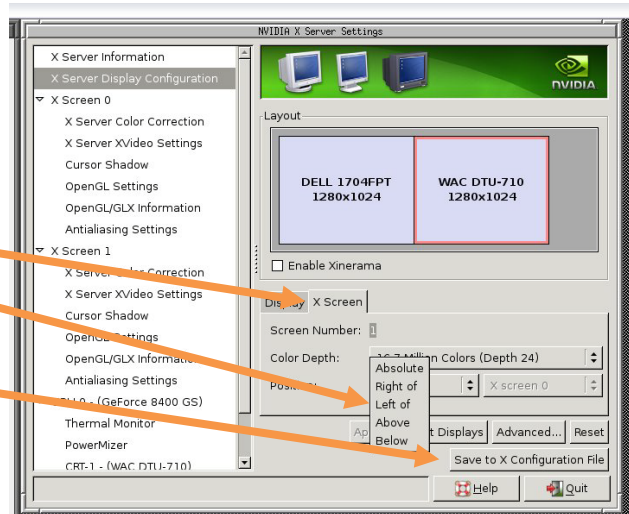
The window will expand to show something like the image at right.

6. The two rectangles on the right of the window represent the two displays. Select the display that's marked as *Disabled* – when selected it will be highlighted with a red border.
7. Select *Configure*. A new window will open.
8. Select *Separate X Screen*.



9. Select *OK*

10. If you're not using interactive displays eg ELO or Wacom types, **or** you have only **one** interactive pen display **and** it's plugged into the 15pin analogue D-Sub connector, proceed to step 13.
11. Select the *X Screen* tab.
12. In the Position field select *Left Of*.
13. Select *Save to X Configuration file*. A confirmation window will open.
14. Select *Save*.
15. Select *Quit*. A confirmation window will open.
16. Select *Quit*.
17. Select *Reboot* for the changes to take effect.



When restarted the console will now show the main Vista window on one display, and an external window on the other.

## Common Problems

*There is only one display (rectangle) shown in step 6.*

The second display was not detected properly. This is because either the display doesn't support detection via the DDC channel, or the cables were unplugged or display turned off/unpowered when the console was first powered up. **Both displays must be connected and powered up when the console power button is pressed.**

*The console crashes if I change other settings in the NVidia control panel.*

The NVidia control panel is quite complex and it is possible to configure it so that the console crashes, requiring a re-iso to rectify. **It is recommended that users do not change any other settings other than those listed above in the NVidia control panel.**

*I made the changes but when I restart the console the changes didn't have any effect.*

Please ensure steps 10 and 11 are followed, and that the filename in these steps is not altered.